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1 Two-dimensional mesh-based visual-object representation for interactive synthetic/natural digital video

Tekalp, A.M.; Van Beek, P.; Toklu, C.; Günsel, B.;

Proceedings of the IEEE , Volume: 86 , Issue: 6 , June 1998

Pages:1029 - 1051

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2 A spatiotemporal model of cyclic kinematics and its application to analyzing nonrigid motion with MR velocity images

Yudong Zhu; Pelc, N.J.;

Medical Imaging, IEEE Transactions on , Volume: 18 , Issue: 7 , July 1999

Pages:557 - 569

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3 Hierarchical 2-D mesh representation, tracking, and compression for object-based video

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Pages:353 - 369

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4 Tracking textured deformable objects using a finite-element mesh

Malassiotis, S.; Srinatzis, M.G.;

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5 Feature-adaptive motion tracking of ultrasound image sequences us deformable mesh*Fai Yeung; Levinson, S.F.; Dongshan Fu; Parker, K.J.;*Medical Imaging, IEEE Transactions on , Volume: 17 , Issue: 6 , Dec. 1998
Pages:945 - 956[\[Abstract\]](#) [\[PDF Full-Text \(572 KB\)\]](#) IEEE JNL

6 Evaluation of mesh-based motion estimation in H.263-like coders*Tao Wang; Ostermann, J.;*Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 8 , Issue: 3 , June 1998
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7 Occlusion-adaptive, content-based mesh design and forward trackin*Altunbasak, Y.; Tekalp, A.M.;*Image Processing, IEEE Transactions on , Volume: 6 , Issue: 9 , Sept. 1997
Pages:1270 - 1280[\[Abstract\]](#) [\[PDF Full-Text \(312 KB\)\]](#) IEEE JNL

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Pages:1255 - 1269[\[Abstract\]](#) [\[PDF Full-Text \(632 KB\)\]](#) IEEE JNL

9 Use of two-dimensional deformable mesh structures for video codin The analysis problem and a region-based coder employing an active n representation*Yao Wang; Lee, O.; Vetro, A.;*Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 6 , Issue: 6 , Dec. 1996
Pages:647 - 659[\[Abstract\]](#) [\[PDF Full-Text \(2760 KB\)\]](#) IEEE JNL

10 Use of two-dimensional deformable mesh structures for video codin The synthesis problem: mesh-based function approximation and map*Yao Wang; Lee, O.;*Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 6 , Issue: 6 , Dec. 1996
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Medical Imaging, IEEE Transactions on , Volume: 15 , Issue: 4 , Aug. 1996

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12 Fast motion estimation for 2D triangular mesh based image coding

Hak Soo Kim; Taekhyun Yun; Kyu Tae Park;

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14 Efficient hybrid tree/linear array architectures for block-matching motion estimation algorithms

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15 Moving visual representations of video objects for content-based search and browsing

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Pages:502 - 505 vol.2

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1 Combined mesh based image representation and motion estimation, application to video coding

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2 Limitation of triangles overlapping in mesh-based motion estimation using augmented Lagrangian

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